

Gel/ slime

Powers:

- User can create and control 1m cube of slime , so long as it's in tactile contact with the user.
- User can make up to 1 m cube of slime per 2 minutes (per 2 rotations of combat).
- Every 0.5m of slime allows the user to stretch 4M further.
- can turn 1 limb into slime (upon Sp success).
- Slime can either be sticky or slippery, if anything is on sticky slime they must roll str and beat this user's SP roll that created the sticky slime, if slippery slime they must roll dex that equals or beat the user's SP roll otherwise they are forced prone.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- Water makes the users slime dissipate and turn into uncontrollable sludge.
- Any slime attached to the user is connected to them, meaning they will feel pain / take damage through all the slime physically connected to them.
- Whenever an attack is dealt to the user, even if it doesn't hurt them, the user will lose a certain amount of extra slime (1-9 =0.5m, 10-19=1m, 20-29=2m, etc).
- Mimic fatigue :
- Whilst in mimic mode, if the user takes damage that breaks the users vitality, the user must roll endurance and instead of taking an injury or ailment, the user takes the ailment "Mimic Fatigue".
- This ailment makes the user roll disadvantage on endurance when taking damage in mimic mode(if said damage is more than the user vitality). If the user fails to roll 15+ on endurance again whilst this ailment is active, the user is forced out of their mimic mode and gains the ailment "mimicry Exhaustion".
- Mimicry exhaustion :
- This ailment makes the user roll disadvantage on power usage until, the user rolls and succeeds a 15+ on endurance or takes a short rest.

Limitations :

- The range of how far slime limbs can be stretched / manipulated, is 4m.
- Slime generation capacity = 1m cube.
- User can only control slime so long as it is a part of this user / in tactile contact with the user.

Blood transfusion (weapons/ objects) :

- Weapons made from this power can transform into slime and back into their weapon form, perfect for concealment.
- If legendary, weapons made from this power can be fixed and repaired instantly as long as someone can use ; slime mimicry, catalyst physiology or willpower overflow with a roll of 10 or above.
- If a blood transfused weapon was made when the donor had the mutation-perk (corrosive slime) can deal corrosive damage through it.
- If a blood transfused weapon was made when the donor had the evolution perk (remote slime manipulation) the weapons can turn into slime at the wielders will, as long as they the right powers; remote slime manipulation,

Blood transfusion (clothing / amour) :

-

levels:

1) S-P +1

2) S-P +1

3) Slime form. (slime mimic mode) :

- Upon a S-P roll of 15 or above, user of this power can turn themselves into living slime and can manipulate their body as such **(E)**.
- User can deal 1d6 of impact damage **(S)**.
- User (whilst in this form) is immune to physical damage, however if this character takes damage and is supposed to take injury, they take exhaustion or fatigue instead.
- User can create 0.5m of extra slime upon a S-P roll of 10 or above, every time 1m extra slime is added on, damage is increased by a modifier of +1.
- Maximum capacity is 5m cube of slime.
- User can extend themselves up to 4m, this can increase depending on how much extra slime is created. Every 0.5m cube of slime added increases the range of stretching by 4m.
- After the user gains 2m cube of slime, every 1m cube extra will grant +1 S-P Str. (Attacks made by this much slime will count as SPStr attacks).
- If an opponent wishes to cause an injury it cannot work but instead can separate slime from the user's body.
- Whilst in slime mode the user is immune to ; physical, poison, and spatial, as well as does not require oxygen.
- This transformation has no time limit, however, user melts and is then unable to move when doused in water.

4) [Ability] Flammability :

- When set on fire, slime deals 2x fire damage, however, the user now takes 2x fire damage.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

5) [Ability] Sticky creations :

- User can create hardened slime with a 10+ S-P roll.
- Sticky creations can also gain physical damage modifiers if made into weapons based on half of the maximum amount of the users damage dice.
- The stick creations have a durability of 10.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

6) [Ability] Ballistic Viscosity :

- User must roll 20+ with SP or 15+ whilst in slime mode, This characters' slime mode is now so thick that melee attacks can now deal 1.5x impact damage.
- Whatever the users maximum damage with this power is now physical damage resistance, if the user wishes to coat other as a living armour.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

- 7) [Ability] Specialised Slime - roll S-P to create a super-adhesive slime. Target requires to beat the user's S-P roll in order to break free of the adhesive. If the user of this power rolls an S-P of 25+, then the adhesive is classed as super Str (Str based rolls require super stats to break free at this point).

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

- 8) [Ability] Elemental Regrowth :

- Any physical injury this character has been dealt can be fixed via a 20+ S-P roll.
- This ability only removes injuries and regenerates limbs, it does not affect ailments like poison, fatigue, etc.
- Does not heal this character of any health.

[Buff] Increase impact damage by 1 dice up, increase slime creation rate by 0.5M, +1m cube of slime capacity.

- 9) [Ability] Water resistance :

- User no longer melts when in contact with water.
- User can also float on the surface of water.

[Buff] Increase impact damage by 2 dice up, increase slime creation rate by 2M, +1m cube of slime capacity.

- 10) [Mutation] Corrosive slime mimicry :

- Users slime mode is no longer just slime, as it's now a corrosive substance.
- Slime modes damage now deals corrosive damage instead, as well as deals passive damage equivalent to the half of the maximum damage if anyone touches the user whilst in slime mode.

[Evolution] Remote slime manipulation :

- User now can telekinetically manipulate slime within 10m +10m for every buff taken from this power. **(B)**
- User no longer has to be physically attached to extra slime to utilise and control it, meaning if they are in control of slime remotely and it is destroyed or damaged, the user won't take damage, so long as it's not physically attached to the user.